

The Lord Commander can, however, give Resource cards and Gold to other members of the Night's Watch for their own uses.

The Lord Commander may also trade any four Resource cards of the same type to the Free Cities in exchange for Gold.

While here, the Lord Commander may also trade any Secrets, Relics, or Relic Location Cards with any Lords.

The Lord Commander may also participate in Court Intrigue, if the Lord Commander is at the Throne Table towards the end of the Round.

The Lords will secretly place cards down.

After the Lords' have revealed their cards, you may publicly remove one card from play.

Any House which has not had its card selected gains one Gold coin.

Make sure they give their thanks and know who helped them out.

Westeros Table

The Night's Watch never fields armies of their own, for the Night's Watch takes no part in the wars of the Seven Kingdoms.

While the Night's Watch is here, when any army rolls a 6 or lower on Give Battle, the Night's Watch player gains a Secrets card about that House.

The Night's Watch may spend a number of Resources of any type while at this table to affect armies, as indicated below.

Seven Resource cards - Make a land immune to Raid for this turn.

Seven Resource cards - Let wildlings, pirates, or outlaws ambush an army and Give Battle.

Roll two dice and add the results.

On a 7 or higher, the chosen army is Routed and must retreat.

Five Resource cards - Support an army, adding an extra die to their rolls and dropping the lowest die.

Five Resource cards - Oppose an army, adding an extra die to their rolls and dropping the highest die.

Five Resource cards - Grant an army a bonus Force March (only usable in Summer).

Five Resource cards - Provide an escape route and allow one army to ignore the effects of Cut Off.

Citadel Table

While here, once per Round the Lord Commander may Dig Up Dirt and then either Forge A Link or Dig Up Dirt again.

The player must announce their presence, wait to be allowed to join the Masters, and rolls a number of dice equal to 2 + number of Crystals of Knowledge, adding the results of the best two dice.

On a result of 6 or less on any action, the player will tend to a raven (see below).

On a result of 7-9 for any action, the player makes increasing progress.

Choose to either tend to a raven (see below) or gain a Crystal of Knowledge.

On a result of 10 or higher when using Dig Up Dirt, the player gain a Secrets Card from any House and loses all Crystals of Knowledge.

On a result of 10 or higher when using Forge A Link, the player forges a new Maester link in their chain, in any order.

Each member of the Night's Watch gains the ability listed and the player loses all Crystals of Knowledge.

On a result of 10 or higher when using Research Legends, the player gains a Relic Location Card and loses all Crystals of Knowledge.

On a result of 10 or higher when using Visit Rookery, the player gains a Dark Wings Dark Words Card and loses all Crystals of Knowledge.

Ravens

When you have tended to three ravens, you may send out a disruptive communique and gain a Dark Wings Dark Words Card.

Give these cards to the appropriate GM at the end of each Round.

These can be used to:

[illegible]